20XX

RULES FOR HACKING

by Aaron J. Shelton

The year is 20XX. Every electronic or mechanical device is wireless, connected, and can be reprogrammed. You are a group of griefers, thieves, and freedom fighters.

You can hack anything.

Every device has a *function phrase* describing what it does, made up on the spot by the GM/group. The function phrase should contain between three and seven words, depending on the complexity of the device.

HOW TO HACK: play three rounds of *rock, paper, scissors* with someone else at the table. For each round the hacker wins, they get to change *one* word in the function phrase. The device then acts according to the new phrase.

EXAMPLE: You want to break into that new Corvette down the street. The group determines that the function phrase is "Keep Door Closed". You win only one round of rock, paper, scissors, but that's all you need. You change the phrase to "Keep Door Open". You're in.

Hacking isn't done from the safety of your home. You must be within 50 meters of the device you want to change.

Create your own neon-lined dystopia or apply to your favorite near-future setting.